

TICKLE CRABS



Chase Dad across the game to see which Tickle Crab can make him giggle the most.

You will need: • 1 or 2 players • a dice
• pencil & eraser • a grown-up to help

START

Place Bluey and Bingo here.



31 FINISH

No more tickling for Dad!



30

29

Mum's here to help. Move on 1 space.



TICKLE!



18

1



2

Uh-oh! Dad's brought the tickle crabs back from the beach. Move to the first tickle space!

TICKLE!

13

14

15

16

Glued to the wall. Miss a go!

12



TICKLE!

11

10



9

3

4

5



6

TICKLE!

7

Dad's escaped. Back 1 space.



HOW TO PLAY

1 Cut out your counters and place them at the start. Decide who wants to be Bluey and who wants to be Bingo.

2 Take turns to roll the dice. If you land on a tickle square, tickle Dad! **Stop** and **colour** in one part of your Giggle-o-meter.

3 The game ends when both players reach the finish. The winner is the player who has coloured in the most spaces on their Giggle-o-meter.

CUT OUT YOUR COUNTERS.
(Read the next page first!)



Fold back to stand
PLAYER 1



Fold back to stand
PLAYER 2

TICKLE!

28



27

26



25

Dad's thrown the crabs back into the sea. Back 3 spaces.

19

Trapped in the car. Back to 16.

20

TICKLE!



21

24

TICKLE!



23

22

GIGGLE-O-METER



LOW

BLUEY

LOW

BINGO

TOP TIP

Use a pencil to colour so you can rub it out and play again.